

# ICER

## Evil Master of Cold

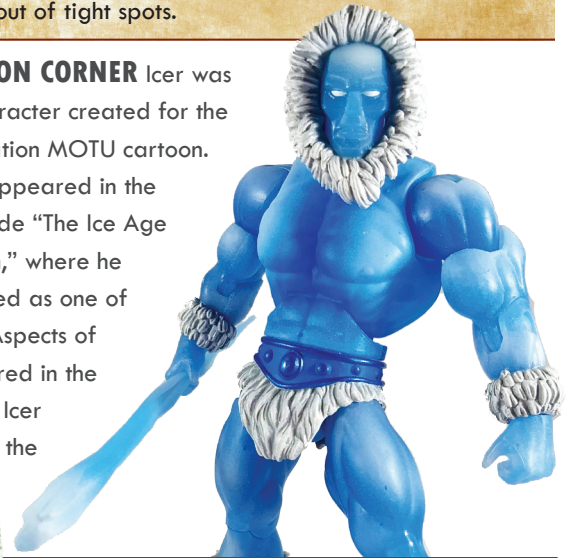


**REAL NAME** Iceleel of the Outer Stillia Clan **BIO** Originally from the outskirts of Stillia in the Ice Mountains, Icer is a master of controlling cold weather. Skeletor recruited him after realizing a need for evil agents in the North and exploited him when Whiplash failed to obtain the Ice Raider from King Randor. Skeletor ordered his new frozen ally to take over the northern weather station and create cold weather all over Eternia, while he attempted to steal the Ice Raider himself. Icer has freezing powers and melts into water when he needs to get in or out of tight spots.



**CARTOON CORNER** Icer was a character created for the Filmation MOTU cartoon. He appeared in the episode "The Ice Age Cometh," where he was depicted as one of

Skeletor's Evil Warriors. Aspects of the episode's plot appeared in the official bio for the figure. Icer never appeared again in the series.



**I CAN SEE CLEARLY NOW** Icer's body was cast in a blue plastic that was somewhat translucent. It gave the figure a subtle, ice-like quality which was augmented by some white detailing on his chest and limbs. The back of Icer's "hood" was left unpainted in order for light to be able to pass through to his face.



### ACCESSORIES



GALLERY



**MOTUC #120 • AFFILIATION** Evil Warriors • **SUBSCRIPTION** Club Filmation 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (July 15, 2013) • **RELEASE TYPE** Carded Figure

**UNARMED** The Staff of Avion, in its gold Filimation MOTU cartoon design, was included with Icer as a bonus accessory for Stratos, who did not come packaged with any weapons. An official bio for this staff (below) was revealed on He-Man.org on April 20, 2020.



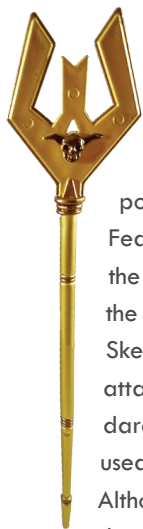
**BABY IT'S COLD OUTSIDE** Icer's "ice spear" was cast in translucent blue plastic with a white "frosted" paint wash. This same plastic was also used for the included Staff of Avion, which was then painted gold.



**SAME AS** Icer utilized the standard male torso, shoulders, biceps, hands, furry loincloth, and upper legs.

## STAFF OF AVION

### Magic Rod of Imprisonment



When the demon centaur Molkrom was set loose on ancient Eternia, the sorcerers of Old Avion combined their magic with the Council of Elders to create a second Staff of Avion. With it the king of Avion defeated Molkrom, but the evil monster's power was so strong that the only way to subdue him was to use the full power of the staff, magically enslaving Molkrom to whoever held it. Fearful of Molkrom's power becoming a weapon for others to wield, the Avionians trapped him in a crystal buried deep in Subternia while the staff was hidden in the Mystic Mountains. Many centuries later, Skeleor and his servant Icer\* located the staff and used Molkrom to attack Castle Grayskull. While He-Man thwarted them, he did not dare destroy the staff and set Molkrom free. Instead, the Sorceress used it to make Molkrom into a guardian\*\* inside the Castle itself. Although Molkrom and the staff disappeared when the Unnamed One destroyed Castle Grayskull, they were restored by the Reawakening.

\*This bio helps to justify the inclusion of the Staff of Avion with the Icer figure. \*\* The Molkrom as a guardian inside Castle Grayskull comes from the 2015 Castle Grayskull map which depicts the Molkrom imprisoned in crystal inside the castle.

## TRIVIA

Icer was the first figure in a six month / six figure subscription called Club Filimation, which was comprised of six characters that were originally created for the Filimation MOTU and POP cartoons. The other five figures in the club were Shokoti, Batros, Nepthu, Sea Hawk, and Strong-Or; none of these characters had ever received an action figure in any of the vintage toy lines.



The following copy was written for Icer's sales page on MattyCollector.com: "Do you know where to find this frigid fiend? You're getting colder, colder... this evil ice warrior may not melt your heart, but he can melt himself and slip under his enemy's door! The first figure in the Filimation mini-sub series, Icer arrives with his ice pick weapon and the powerful Staff of Avion."

Five of the six Club Filimation figures, including Icer, only appeared in one cartoon episode.

Featured on Icer's cardback were Trap-Jaw, Skeletor, Beast Man, Jitsu, and Mer-Man.





# ROKKON

## Young Heroic Battling Boulder



**REAL NAME** Rokkon **BIO** Rocked from his stationary orbit patrol by a light storm from Horde World, Rokkon was part of a brigade of Comet Warriors thrown across the universe. Arriving on Eternia along with his leader, Stonedar, Rokkon quickly allied with the Masters of the Universe, eager to defeat those who strove to enslave his people. Along with others of his race, Rokkon can transform into a mighty meteorite to roll into battle and surprise attackers. His rocky body can deflect laser blasts as he bursts forth to aid the heroic warriors in the heart of battle!

**VINTAGE VAULT** The vintage Rokkon figure was released as part of the original toyline's fourth wave in 1985. Armed with a gun, the figure could be transformed into a meteor.



**ROCK N' ROLL** In the vintage MOTU toyline, the "Comet Warriors"

Rokkon and Stonedar were able to transform from rocks into men and back again, with their rock pieces permanently molded as part of their bodies. For MOTUC, the two figures, who were sold separately in the vintage line, were packaged together, and their rock pieces (six total for each figure) were separately molded and therefore removable.



### ACCESSORIES



**MOTUC #121A • AFFILIATION** Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$60  
**ORIGINAL FIGURE RELEASE** SDCC Exclusive (July 18-21, 2013) • **RELEASE TYPE** 2-Pack



**GUNS OUT** Rokkon's gun, which looked similar to Stonedar's but was actually a different sculpt, could be held in his hand or attached to his chest.



**MORE THAN MEETS THE EYE** The rock pieces attached to Rokkon's arms, back and legs were removable, while the piece on his head was not. A sixth rock piece was required to complete his full rock form.



## ALTERNATE VIEWS

Rokkon utilized Trap-Jaw's feet, boots, forearms, and biceps, Man-E-Faces' ribbed shoulders, and the standard male hands, thighs, abs, and torso.



## TRIVIA

The following copy was written for Rokkon and Stonedar's sales page on [MattyCollector.com](http://MattyCollector.com): "The Comet Warriors have arrived!"



This 2-pack of vintage MOTU

Rockmen figures includes the young and excitable Rokkon and the wise and heroic Stonedar.

Recreate the Filimation look with snap-on arm and leg armor, or go bold(er) and transform into full rock mode with the additional snap-on front piece! Each figure also comes with trademark laser gun that they can hold, or can be snapped into chest. These figures, sculpted by the Four Horsemen, come in window box packaging and are not part of Club Eternia."

Rokkon's chest armor was not removable.

Rokkon and Stonedar were sold as an exclusive at San Diego Comic-Con and later put up for retail sale on [MattyCollector.com](http://MattyCollector.com).

Featured on the back of Rokkon and Stonedar's packaging were Moss Man, Fisto, Mekaneck, and Battle Armor He-Man.





# STONEDAR

## Heroic Leader of the Comet Warriors



**REAL NAME** Stonedar **BIO** From the heart of the Horde Empire, Anillis Kur unleashed a powerful light storm which drove the Comet Warriors from their orbit and hurled them through space. Blasting through several untamed star bands, several Comet Warriors, including Stonedar, their heroic leader, arrived on the magical planet of Eternia. Part of a peaceful clan that shies away from conflict of any kind, Stonedar quickly realized some evil needed to be fought and allied himself and his warriors with He-Man and the Masters of the Universe. Stonedar can use his blazing armor to temporarily blind attackers in battle. When the Rock People are in danger, he transforms into his boulder form to drive back the enemy!

**VINTAGE VAULT** The vintage Stonedar figure was released as part of the original toyline's fourth wave in 1985. Armed with a gun, the figure could be transformed into a meteor.

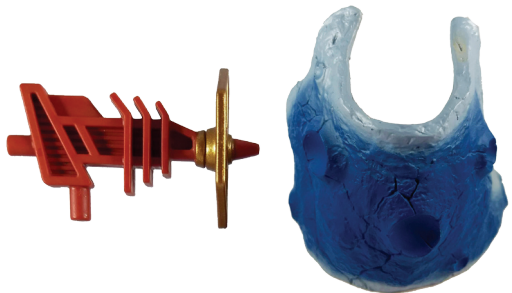


**ROCK N' ROLL** In the vintage MOTU line, the "Comet Warriors" Rokkon and Stonedar were able to

transform from rocks into men and back again, with their rock pieces permanently molded as part of their bodies. For MOTUC, the two figures, who were sold separately in the vintage line, were packaged together, and their rock pieces (six total for each figure) were separately molded and therefore removable.



### ACCESSORIES



**MOTUC #121B • AFFILIATION** Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$60  
**ORIGINAL FIGURE RELEASE** SDCC Exclusive (July 18-21, 2013) • **RELEASE TYPE** 2-Pack





**GUNS OUT** Stonedar's gun, which looked similar to Rokkon's but was actually a different sculpt, could be held in his hand or attached to his chest.

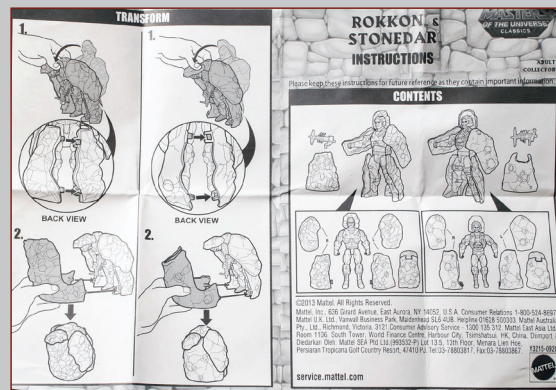
## TRIVIA

Stonedar's chest armor was not removable.

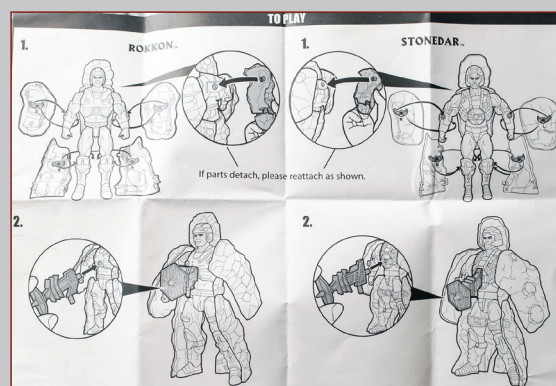
A third Comet Warrior, Granita, was released by Super7 in the MOTUC line in late 2018.



Rokkon and Stonedar came packaged with assembly instructions, as seen below:



**MORE THAN MEETS THE EYE** The rock pieces attached to Stonedar's arms, back and legs were removable, while the piece on his head was not. A sixth rock piece was required to complete his full rock form.



**ALTERNATE VIEWS** Stonedar utilized Trap-Jaw's boots and forearms, Snout Spout's feet, Roboto's biceps, Hordak's ab piece, and the standard male thighs, hands, shoulders, and chest.





# CASTASPELLA

## Enchantress Who Hypnotizes



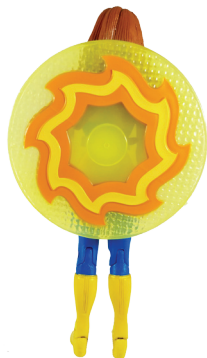
**REAL NAME** Esmeralda **BIO** Beautiful friend to She-Ra, Castaspella is one of the most powerful mages on Etheria. After the Horde claimed her beautiful planet as a new homeworld during their banishment in Despondos, Castaspella became a leader in the Great Rebellion helping to defend the people of Etheria with her magic. She has been known to temporarily hypnotize her foes, and although she can be a bit flighty at times, her strength and courage have helped her fight the oppression of Hordak. She is special friends with both Angella and Frosta and only uses her magic for good.

**VINTAGE VAULT** The vintage Castaspella figure was released as part of the Princess of Power toyline's first wave in 1984. Her only accessory was a pink comb.



### CARTOON CORNER

The MOTUC figure of Castaspella was clearly based closely on her Filmation POP cartoon appearance moreso than her vintage action figure. Most notably, her outfit was predominantly blue instead of completely gold/yellow.



### ACCESSORIES



**SHIELD ME** Castaspella's shield was a re-release of the She-Ra shield, cast in semi-translucent yellow plastic.

**MOTUC #122 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (August 15, 2013) • **RELEASE TYPE** Carded Figure



**ALTERNATE VIEWS** Castaspella utilized the standard female shoulders, biceps, right hand, and upper legs, along with She-Ra's feet and Catra's left hand. Her head, bracers, upper torso, skirt, shins and accessories were all newly sculpted.

**EVERYTHING OLD** Castaspella's "spell-casting" left hand was originally Catra's "scratching" hand.



**YOU SPIN ME RIGHT ROUND** While the vintage figure's spinning disc accessory featured a shiny lenticular sticker, the modern update was made from translucent yellow plastic with painted accents. The disc was held in place by a clip around the figure's waist.



## ABRA CADABRA

Castaspella's third accessory was a "magical blast," which was made from translucent yellow plastic and could be slipped over either hand.



## TRIVIA

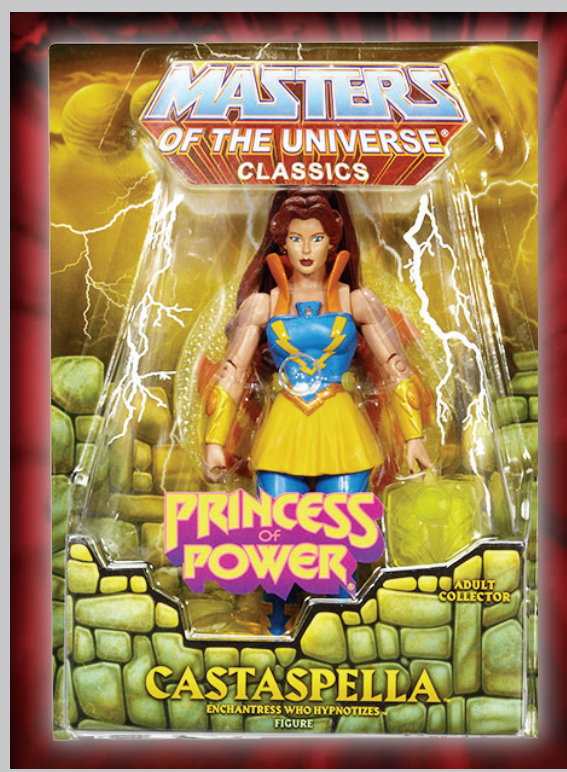
The following copy was written for Castaspella's sales page on MattyCollector.com: "This excellent enchantress is mesmerizing... bad news for anyone on the wrong side of the Great Rebellion! Standing strong with the women warriors of Etheria, this Princess of Power keeps her enemies spellbound as she helps defeat the Horde. This 6" figure arrives with a beautiful new fully articulated sculpt, and features one open hand to accommodate a removable spell blast effect, Princess of Power shield and removable spinning disk that clips onto her back."



Castaspella's disc accessory did not spin freely, but it could be rotated while on her back.

Castaspella was the eighth member of the Great Rebellion released in MOTUC after Adora/She-Ra, Bow, Frosta, Netossa, Starla, Tallstar, and Jewelstar.

Featured on Castaspella's cardback were Adora, Bow, Frosta, She-Ra, and Netossa.





# SHOKOTI

## Evil Witch of Eternia



**REAL NAME** Shokoti **BIO** Possessing incredible powers fueled by darkness, Shokoti was the most dangerous sorceress on the Dark Hemisphere of Eternia. Fearing her plan to cover the entire planet in darkness, Shokoti's fellow blue-skinned Gars lured the nefarious witch into the sunlight and buried her with her beast companion in the House of Darkness. Many years later, the shapeshifting wizard Masque raised the temple from the Sands of Time and opened the door to darkness once more until He-Man heroically defeated Shokoti and the Sleeping Beast forever. Shokoti uses the darkness and magic to cast illusions and project energy blasts from her hands.



**CARTOON CORNER** Shokoti was a character created for the Filimation MOTU cartoon. While the 2-part "House of Shokoti" bore her name, she only appeared in the second episode and was never seen again in the series. The "House of Shokoti" episodes are regarded among the best (and scariest) episodes in the series.



**PARTNERS IN CRIME** Lord Masque, who also made his debut in the "House of Shokoti" 2-parter and was referenced in Shokoti's bio, was released in MOTUC in January of 2016.



### ACCESSORIES



**MOTUC #123 • AFFILIATION** None • **SUBSCRIPTION** Club Filimation 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (August 15, 2013) • **RELEASE TYPE** Carded Figure

**SAY HELLO TO MY LITTLE FRIEND** In her lone cartoon appearance, Shokoti was surrounded by several small tentacled creatures known as Darklings. One Darkling figure was included as Shokoti's only accessory. While the 2.5" creature did not have any articulation, it did sport three mouths with blue painted lips and white fangs.



### ALTERNATE VIEWS

Shokoti utilized the standard female shoulders, biceps, hands, and upper legs, along with Octavia's gloves and Adora's boots. Her head, torso, and skirt were all newly-sculpted pieces.

## DARKLINGS

### Shrieking Servants of Shokoti

The Darklings were parasites that evolved on the very hide of the gluttonous Sh'Gora, one of the first demon gods who emerged in the early millennia of the universe. When the Overlords of Trolla and their leader Za-Gras banished Sh'Gora into the Dark Dimension, the entire Darkling species followed him. Yet while their host remained trapped, many of the Darklings were pulled into the world of Eternia by the witch Shokoti as she gained her powers from the Pool of Shadows. With her new dark magic, she enslaved the hungry shrieking creatures and sought to summon forth their queen, the Sleeping Beast, who was herself the spawn of Sh'Gora and had grown many times more powerful, though she remained a mindless force of pure hunger that Shokoti was sure she could control. Although Darklings rarely left Shokoti's side, they often spied for her across the Dark Hemisphere of Eternia, transmitting their sightings to her golden Skrying Skull. After citizens of the Dark Hemisphere made She-Ra their queen, Shokoti's Darlings witnessed the coronation while their mistress plotted the hoerine's undoing.



## TRIVIA

The following copy was written for Shokoti's sales page on MattyCollector.com: "Shabooti? Shapoopi? Ram Man can't remember her name, but fans have been waiting for this evil Gar sorceress ever since her appearance in the Filmation series! This fully articulated 6" figure arrives with removable red cape and her green minion, Darkling, with one eye, three gaping mouths, and multiple tentacles."



The official bio for the Darkling was revealed on He-Man.org on October 14, 2019.

In her cartoon appearance, Shokoti was depicted with white fangs, which were visible even when her mouth was closed. The action figure lacked this detail.

The design of the Darklings was re-used for creatures that appeared in the *She-Ra* episode "Three Courageous Hearts."

Featured on Shokoti's cardback were He-Man, Ram Man, Man-At-Arms, Fang Man, and Skeletor.





# BATROS

## Evil Master of Theft



**REAL NAME** Wiley **BIO** Deep in the Dark Hemisphere resides a treacherous race of half-man half-bat pirates - none more sinister than Batros, a shadowy mercenary-for-hire. Batros views alliances with contempt, but pairs up with Skeletor when it gets him closer to his goal of seizing the Powers of Grayskull for himself. In one adventure, Batros conspired with the Overlord of Evil to filch all royal records and books from the Eternos Library. Although this shady plot ultimately met with failure, Batros remained a stealthy enemy for the Masters of the Universe and all who fight for freedom on Eternia. Batros is a dark mercenary trained in the art of thievery!



**CARTOON CORNER** Batros was a character created for the Filmation MOTU cartoon. He debuted in the episode "The Great Books Mystery" in the series' second season and never made any subsequent appearances in the cartoon series. Batros was the third of six figures in the 2013 Club Filmation subscription.

second season and never made any subsequent appearances in the cartoon series. Batros was the third of six figures in the 2013 Club Filmation subscription.



### ACCESSORIES



**ARMED AND DANGEROUS** While Batros didn't carry any weapons in his single cartoon appearance, the MOTUC figure came armed with a repainted Spikor club.

**MOTUC #124 • AFFILIATION** None • **SUBSCRIPTION** Club Filmation 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (September 16, 2013) • **RELEASE TYPE** Carded Figure



## ALTERNATE VIEWS

Batros utilized the standard male torso, shoulders, forearms, furry loincloth, and upper legs, as well as Demo-Man's hands.



## DRESSED FOR

**SUCCESS** Batros' collar was a separately-sculpted piece and was removable, as was his harness.



## WING MAN

Batros' wings had a "leathery" texture and were red on the inside, black on the outside. The wings were permanently attached to his triceps.



## TRIVIA

The following copy was written for Batros' sales page on MattyCollector.com: "This crafty crook from the dark side of Eternia steals all the books, but it's not his thirst for knowledge that motivates him... it's his thirst for power! Wicked winged and willing to scheme with Skeletor, this Filmation series fiend comes with a mace."



Featured on Batros' cardback were He-Man, Skeletor, Stinkor, Clawful, and Webstor.





# SKY HIGH

## Heroic Airship Adventurer



**REAL NAME** Darid **BIO** A former palace guard serving under Teela, Darid was best known as an ace test pilot, working alongside Duncan to put his latest inventions to the test. Daring to push the limit on almost any vehicle, Darid earned the nick name “Sky High” and helped Duncan’s team to upgrade the Wind Raider and Jet Sled for faster acceleration and smoother landings. During the Second Ultimate Battleground, he led a squadron of Blaster Hawks into battle combating the Horde Boa Jets and King Hssss’ new Snake Strike Squad. As cocky as he is brave, Sky High defends Eternos from aerial attacks.



### DESIGN CUES

As they did with the Fighting Foe

Men, Mattel drew design inspiration for Sky High from artwork created for the vintage toyline: in this case, a promotional poster showcasing various toys available in the line at the time. Sky High was based on the design of the unidentified, never-before-seen character piloting the Wind Raider in the background of this poster.



### ACCESSORIES



**ALTERNATE VIEWS** Sky High utilized Trap Jaw’s legs, Hordak’s gloves and ab piece, Man-E-Faces’ shorts, and the standard male torso, shoulders, and biceps. His head, armor and weapon were the only newly sculpted pieces.

**MOTUC #125A • AFFILIATION** Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$50  
**ORIGINAL RELEASE** [MattyCollector.com](http://MattyCollector.com) (September 15, 2013) • **RELEASE TYPE** Boxed Figure and Vehicle



**WING MAN** Sky High's wings, which were based on the design of the Wind Raider vehicle wings, clipped onto his back and could pivot to lay flat against or be perpendicular to his back.



**NEED A LIFT?** Sky High was not released as a single-carded figure, but was instead packaged alongside the Jet Sled. For more information on this vehicle, see the next page.

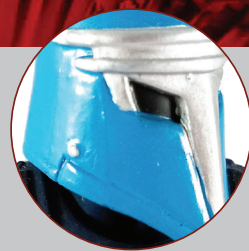
## TRIVIA

The following copy was written for Sky High with Jet Sled's sales page on MattyCollector.com:

"This talented test pilot takes his need for speed high up into the Eternian atmosphere. Shown in the vintage cross-sell painting piloting the Wind Raider (not included), this 6" figure comes with removable jet pack wings inspired by the Wind Raider design that clip onto his back or can be held like a staff. Also included is the long-requested Jet Sled, the front half of the vintage Battle Ram vehicle featured in the Filmation series. This mini-vehicle fits most MOTUC figures."

Sky High with Jet Sled was not included in the 2013 subscription. It was only available for day-of sale on MattyCollector.com on September 15. It retailed for \$50.

Featured on Sky High with Jet Sled's cardback were Queen Marlena, Man-At-Arms, Teela, Orko, Lt. Spector, and King Randor (Eternos Palace).



**EN GARDE** Sky High's wings were removable and could double as a hand-held weapon.



## NO PLACE LIKE HOME

Sky High's signature vehicle, the Wind Raider, had been released in MOTUC in December of 2011, nearly two years before Sky High.





# JET SLED

## Vehicle

(CONTINUED FROM WAR SLED BIO, PAGE 583)

...Suddenly, another form zoomed into view, knocking Beast Man from his War Sled and into the pit of mire where the Zuva-Rex was trapped. Man-At-Arms quickly realized the new shape zipping through the sky was a royal Sky Sled, piloted by the daring Sky High. Undeterred, Tri-Klops deftly maneuvered his craft and fired a deadly Warp Trakker, but Sky High spun his sleek griffin-headed vehicle out of harm's way. While Sky High continued to dodge Tri-Klops, Man-At-Arms used his Laser-Razor to slice the manacles from the wrists of Lizard Man. "Many thanks to Man-At-Arms," the reptilian hero exclaimed. "Don't thank me yet," replied Duncan as he aimed his blaster in the direction of the aerial battle. Impossibly, Sky High pulled his Sky Sled into a near-vertical ascent. Seeing the opening, Man-At-Arms fired on Tri-Klops, who careened into the stinking mud with Beast Man and Zuva-Rex. "Those three are exactly where they belong," Man-At-Arms remarked as he and Lizard Man made their way down to the Battle Ram. Victorious, the three heroes returned to Eternos just as the sun began to rise.

**BACKGROUND** The Battle Ram was the very first vehicle released in the vintage Masters of the Universe toyline. The front of the vehicle, known as the "Sky Sled," was detachable. For MOTUC, Mattel opted to release the front portion of the Battle Ram by itself. Re-dubbed the "Jet Sled," the vehicle came boxed together with the action figure Sky High.



**VINTAGE VAULT** The vintage Sky Sled is shown below, still attached to the Battle Ram. The vintage Battle Ram was released in the first wave of the original toyline in 1982.



**MOTUC #125B • AFFILIATION None • SUBSCRIPTION N/A • PRICE \$50**  
**ORIGINAL RELEASE** [MattyCollector.com](http://MattyCollector.com) (September 15, 2013) • **RELEASE TYPE** Boxed Figure and Vehicle





**SINGLE SEATER** The Jet Sled was designed to accommodate one rider. While the vintage sled featured slots for the figure's hands, the MOTUC version sported actual handles that could be gripped.



**FLIGHT STAND** While the Jet Sled did not come with a flight stand, there was a socket at the base of the sled that could plug into the Wind Raider stand. Some of the surfaces of the Jet Sled didn't quite jibe with the shape of the ring around the plug on the stand, so the fit was not perfect.



**TAKE TWO** A second, "evil" version of the Jet Sled was included with the MOTUC version of the Battle Ram, released in 2014.

**PLUG AND PLAY** The "evil" Jet Sled could be detached from the Battle Ram and replaced with the original "heroic" Jet Sled. Note that the original Jet Sled sported a "griffin" head, while the version that came with the Battle Ram had a head that was distinctly serpent-like. In fact, the Battle Ram's Jet Sled was a 100% re-use of the existing Jet Sled's tooling with the exception of the head.



## TRIVIA

Unlike the Wind Raider, the Jet Sled featured no moving parts.



Sky High with Jet Sled was the first figure/vehicle combo released in MOTUC. The only previous vehicle, the Wind Raider, had not included a figure. All future MOTUC vehicles (the Battle Ram, Point Dread, and Roton) would also include figures.

The official bio for the Jet Sled (dubbed "Sky Sled — Heroic High-Speed Flyer") was revealed on He-Man.org on February 10, 2020.

The vintage Sky Sled relied heavily on stickers for its coloring and details, but all of these stickers were converted into raised reliefs with



paint detailing for the MOTUC version. The panels and bolts were raised, and all of the control knobs were sculpted details. The MOTUC version also incorporated some of the lower blasters that were seen in the vintage box art, but were not on the toy in the final design.



# MANTENNA

## Evil Spy with the Pop-Out Eyes!



**REAL NAME** Glieeb-Tolio Jak-Us **BIO** A Rebrunk Nurus from Phelibio IX, Mantenna has the frightening ability to see and hear over great distances with his highly sensitive ears and periscope screeners. He can do more than just see with those wide eyes, he can fire a variety of horrible beams from them as well including paralysis beams, stun beams and laser waves. Mantenna is also an agile scout and often goes out well ahead of his Horde companions to make sure their way is clear for meandering, pillaging and the like. Since he is no slouch in the combat area either Mantenna rarely needs assistance on his scouting missions. He uses his antenna eyes to spy on the enemy!

**VINTAGE VAULT** The vintage Mantenna figure was released in the original toyline's fourth wave in 1985. Moving a lever on the figure's back would cause his eyes to extend from his head. The figure came armed with a gray Horde crossbow.



**UPDATED** The MOTUC version of



Mantenna took the majority of its design cues from the vintage action figure. The most noteworthy deviations were the eyes (which were white, blue and bloodshot on the original figure, but yellow like the character's Filmation MOTU cartoon appearance on the MOTUC figure) and the white teeth surrounding the mouth. Some versions of the vintage Mantenna had solid black boots, while others sported painted red bats; the MOTUC version's boots had the red bats.



### ACCESSORIES



**MOTUC #126 • AFFILIATION** The Evil Horde • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2013) • **RELEASE TYPE** Carded Figure





**THE EYES HAVE IT** The vintage Mantenna figure featured a lever on its back which, when raised, would cause his eyes to pop out of his head on stalks. The MOTUC figure of the character lacked this action feature. Instead, his regular eyes could be removed and replaced with a second set of “pop-out” eyes. In order for the eyes to be switched, first his mouth had to be removed.



**LEG ROOM** While the vintage Mantenna figure was designed to appear as if he had four legs, his two right and two left legs were actually molded together. The MOTUC figure was given four independent, fully articulated legs.



**CROSSBOW** Mantenna's crossbow was uniquely styled to resemble the vintage version and yet be different from the crossbows carried by Hordak, Leech, and Grizzlor.



## TRIVIA

The following copy was written for Mantenna's sales page on [MattyCollector.com](http://MattyCollector.com): “Mantenna may not always see eye-to-eye with Hordak, but he never loses sight of the objective... to destroy his enemies! The final member of the original 1985 Horde, this fan-demanded figure features an almost completely new sculpt. Mantenna includes interchangeable pop-in and pop-out eyes to recreate the vintage action feature, and four fully articulated legs.”



With the exception of his hands, Mantenna was a 100% newly-sculpted figure.

The back of the figure's mailer box featured printed instructions for swapping the eyes.

Mantenna's legs were unusual in MOTUC in that the knees were ball-jointed, allowing them to rotate as well as bend. Parts of Mantenna's legs would be used again for the Modulok figure.

Featured on Mantenna's cardback were Hurricane Hordak, Leech, Catra, Grizzlor, and Mosquitor.





# LORD DACTUS

## Heroic Bat Warrior



**REAL NAME** Dactus of Spelea **BIO** Heroic leader of the bat-like Speleans who live underground in Subternia, Dactus waged a long war against his former ally Ceratus for possession of Hollow Eternia. After a series of attacks by Skeletor and King Hsss, Dactus was convinced by King Randor to put aside his differences with the Caligars and work together as members of his new Eternian Council. A born warrior, he often leaves his diplomatic duties to fight on the battlefield as a Master of the Universe. During one adventure he traveled with Chief Carnivus and Clamp Champ to free Princess Vess from Skeletor's clutches. Dactus' massive wings and sharp fangs give him a frightening appearance which he uses to scare off and then attack the evil warriors.



### CARTOON CORNER

Lord Dactus was a character created for the 2002 MYP MOTU cartoon. He debuted in the episode "Underworld" and subsequently appeared in three more episodes. His name was spelled "Dactys" in the cartoon's credits.



### ACCESSORIES



**MOTUC #127 • AFFILIATION** Eternian Council • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (October 15, 2013) • **RELEASE TYPE** Carded Figure





**EN GARDE** Lord Dactus' only accessory was his sword, which was based on the weapon he carried in his debut cartoon appearance.

**WING MAN** Lord Dactus' wings first appeared with the Draego-Man figure, and were subsequently used again with Granamyr. The wings plugged into the back of Lord Dactus' armor. Since the figure was packaged with both his armor and the wings removed, some assembly was required.



**STANDING TALL** With his extended foot/ankle pieces and longer neck, Lord Dactus stood a full inch taller than the average MOTUC figure.

**ALTERNATE VIEWS** Lord Dactus utilized Whiplash's upper legs, Skeletor's boot tops and forearms, King Hssss' shoulders, Mosquitot's biceps, Draego-Man's wings, and the standard male torso. His armor, hands, feet, shorts, and head were newly sculpted parts.



## TRIVIA

The following copy was written for Lord Dactus' sales page on MattyCollector.com: "This winged warrior isn't just hanging around the caves of Spelea feeling blue, he's ready to fly into action to defend Eternia. The fully articulated Lord Dactus figure features giant bat wings and comes with removable armor. He can hold his ancestral weapon, the Sword of Ke-dik, in his clawed hands."



Lord Dactus' shoulder armor was attached to his chest armor, but was designed not to hinder the articulation of his arms and shoulders. The figure's tail was attached to the back of his shorts and was not articulated.

Lord Dactus was the only character originally created for the 2002 MYP MOTU cartoon to be given an action figure in MOTUC in 2013, and the first one since Dekker was released in November of 2012.

Featured on Lord Dactus' cardback were Mantenna, Clawful, Shadow Weaver, Whiplash, and Mosquitot.





# NEPTHU

## Wicked Sun Sorcerer



**REAL NAME** Nepthu Sencri **BIO** A devoted servant to Count Marzo, Nepthu was devastated when his master was transformed into a powerless old man and vowed revenge. Without magical ability of his own, he spent years scouring the Sands of Fire and Sands of Time until he was also an old man. Nepthu eventually found the Temple of the Sun and within it the Sun Scarab and was transformed into a young wizard with a fervent desire to control the universe. His scarab was destroyed by He-Man, leaving him powerless, but he transformed once more when he pledged his devotion to King Hssss during the Second Ultimate Battleground. Nepthu has powerful magical abilities that include freezing energy blasts as well as the ability to block telepathy and create an entire army made out of sand.



**CARTOON CORNER** Nepthu was a character created for the Filmation MOTU cartoon, making his debut in the episode "The Temple of the Sun" in the series' first

season. He never made any appearances in any subsequent episodes. Nepthu was the fourth of six figures in the 2013 Club Filmation subscription.



**FOR THE BIRDS** One of Nepthu's accessories was a figure of Zoar the falcon, cast in clear plastic. This accessory was based on the episode "The Temple of the Sun," where Nepthu used his powers to turn Zoar into crystal.



### ACCESSORIES



### ALTERNATE VIEWS

Nepthu utilized the standard male torso, shoulders, firearms, right hand, and upper legs, as well as Bow's boots and Count Marzo's left hand.

**MOTUC #128 • AFFILIATION** The Snake Men • **SUBSCRIPTION** Club Filmation 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2013) • **RELEASE TYPE** Carded Figure





**ABRA CADABRA** Nepthu's Sun Scarab accessory was based on the magical relic he obtained in his single animated appearance. An official bio for the Sun Scarab was revealed on He-Man.org on July 27, 2020.

**COLLAR** Nepthu's collar was a separately-sculpted piece and was removable.



## SUN SCARAB

Powerful Talisman from Ancient Eternia

The Sun Scarab is a sacred artifact created by the mystic Kartan, who used its many arcane powers to combat the early barbarian Sorcerer Kings and would-be usurpers such as the immortal Queen landir, evil ruler of the Eternian north. Among its remarkable abilities, the Sun Scarab can physically transform the one who wields it into a powerful warrior-mage. Before he entered "the ceaseless sleep," Kartan ordered his servants to hide the Scarab in the Temple of the Sun. Eons later, the villainous Nepthu uncovered the artifact and used it to wreak havoc until He-Man stopped him by destroying it. Desperate to regain his empowered form, Nepthu turned to King Hssss, who restored the relic in exchange for Nepthu's loyalty. During the Second Ultimate Battleground, Kartan's former priest Wrap Trap dimly recognized the Sun Scarab in Nepthu's hand. Slowly shambling until he was close enough to grab Nepthu by the throat, the mummy snatched the Scarab and instantly gained a twisted, corrupt sentience and free will. Later, Wrap Trap malevolently employed both the Sun Scarab and the Netherworld Scroll against the forces of good.



## TRIVIA

The following copy was written for Nepthu's sales page on MattyCollector.com: "Is there such a thing as 'pthu wicked? Being bad is a day at the beach for this malevolent magician, but he doesn't just build sand castles, he builds entire sand armies to do his evil bidding. This Filmation figure can hold his sinister sun scarab Ankh in his hand, and he comes with a clear plastic Zoar the Falcon."



The worthiness of Nepthu's inclusion in Masters of the Universe Classics caused much debate among collectors, as did his placid facial expression, which did not match up with his more menacing look from the cartoon.

This was the fourth time Zoar received a figure in MOTUC, but the first time the standard, articulated bird mold was not used. The "crystal" version of Zoar had no articulation and did not come with a stand.

Featured on Nepthu's cardback were Count Marzo, Jitsu, the Sorceress, Ram Man, and Roboto.





# WEAPONS PAK

## End of Wars Assortment



**BIO** When Shadow Weaver created the Crimson Crystal by corrupting one of the mystic stones stolen from Crystal Castle by Octavia and her army of purple octopus women, she was able to use it to make a secret alliance with Evil-Lyn. Together they created a stable bridge from Etheria to Eternia, giving Hordak the means to return there to finally seize Castle Grayskull. When Scrollos intervened to warn She-Ra and the Rebels of Etheria, the great End of Wars began as the Rebels launched a full out assault on the Fright Zone in order to prevent Hordak's army from invading Eternia. While many forces, including the Trolls of Spikeheart, the Kingdom of the Snows, and even the Merfolk of Salineas joined the Rebels, Hordak successfully launched his warships. Once his remaining forces retreated to Horror Hall, Etheria was free, but She-Ra had to stop her old foe. She asked no more of her fellow rebels, yet many Etherians insisted on going with her to carry on the fight against Hordak's tyranny.



**NETOSSA'S SWORD** Among the newly sculpted pieces was Netossa's sword, which was originally planned for release with the figure itself but was cut for budgetary reasons. The blue sword featured a blue "gem" made of semi-translucent plastic in the hilt.



**STROBO'S GUN** This gun, which was cut from the original figure for budgetary reasons, was finally included here.



### SIR LASER-LOT WEAPONS IN SILVER

Sir Laser Lot's sword, mace, and shield were included in silver plastic (with black handles for the sword and mace). Many collectors considered these to be "powered-down" versions of the Laser-Lot weapons.



### HE-MAN'S SWORD, SHIELD, AND AXE IN GREEN

All three of these pieces were the standard He-Man weapons recast in bright green (with gold accents for the shield). There did not seem to be any specific reason why these weapons in these colors were included.



**MOTUC #129 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE \$20**

**• ORIGINAL RELEASE MattyCollector.com (October 15, 2013) • RELEASE TYPE Carded Accessories**





### SHORT AXE, LONG AXE, MACE AND SHIELD

The long axe, shield, and mace (from the Eternian Palace Guards), and the short axe (from Buzz-Off) were included in gold. It is possible that these weapons were included in the pack as accessories for Granamyr, since they were all pictured among the dragon's treasures in the artwork on his packaging.

**KOWL** This “weapons” pack included a figure of She-Ra’s friend Kowl. Featuring three points of articulation, Kowl was colored to match his vintage toy.



**TRAP JAW’S HOOK, GUN, AND CLAW IN SILVER** Trap Jaw’s hook, gun, and claw, cast in silver plastic, were included for use with Roboto.



**RATTLOR ARMOR** Among the newly sculpted pieces was Rattlor’s armor. Based on the character’s design from the 200x MOTU cartoon (and subsequent action figure), the armor was cut from the original figure’s release for budgetary reasons, but was finally included here.

**HURRICANE HORDAK’S ATTACHMENTS IN BLACK** Hurricane Hordak’s three spinning attachments, cast in black plastic, were included for use with Trap Jaw.



### TRIVIA



The first and second Weapons Paks (released in April and November of 2010, respectively) contained 19 pieces, all of them re-releases of previously existing accessories in new colors, while the third Weapons Pak (released in October of 2012), contained 16 pieces, of which seven were completely new. The fourth and final Weapons Pak (End of Wars Assortment) contained more than any of the previous paks with 20 total pieces, of which four were completely new. This Weapons Pak was also noteworthy in that it was the first one to contain a previously-unreleased character.

A second version of Kowl, in his cartoon colors, would be re-released in a two-pack with Loo-Kee in 2014.

The Weapons Pak did not feature any kind of “bio” on the back of the packaging. Instead, an official bio for “End of Wars Weapons Pak — Victory of the Great Rebellion” was revealed on He-Man.org on December 30, 2019.

Featured on the Weapons Pak cardback were The Mighty Spector, King He-Man, the Horde Troopers (with a “coming soon” burst), Strobo, Sir Laser-Lot, and Horde Prime.





# HORDE TROOPERS

Evil Mechanical Enforcers of Hordak



**REAL NAME** Horde Drones Serial Numbers 2549 and 3849 **BIO** In his factories on Etheria and later Eternia, Hordak mass produces countless robot enforcers. Each is dressed in armor similar to the foot soldiers of his home planet Horde World. Linked to a central computer brain, Horde Troopers can be programmed to follow any evil command they are given. With the robotic strength to overpower all enemies of his empire, Hordak's troopers are more than a match for most enemies. On command from their master, the vicious troopers attack heroic warriors until He-Man lands a powerful punch causing them to fall apart!



**VINTAGE VAULT** The vintage Horde Trooper figure was released in the original toyline's fifth wave in 1986. The figure, which came armed with a red "tech spear," would fall apart when the button on its chest was pressed.

**SUPER TROOPER** The vintage Horde Trooper was released as a single-carded figure with a red staff

(or "tech spear") as his only accessory. For Masters of the Universe Classics, the figure was released as an army-builder two-pack and included two staves, two crossbows, two batons, and two shields.



## MIS-MATCHED

While the two Horde Troopers shared the same mold, they were not identical. One had a clean paint job, while the other one was "battle damaged," featuring blast burns on its head and collar.

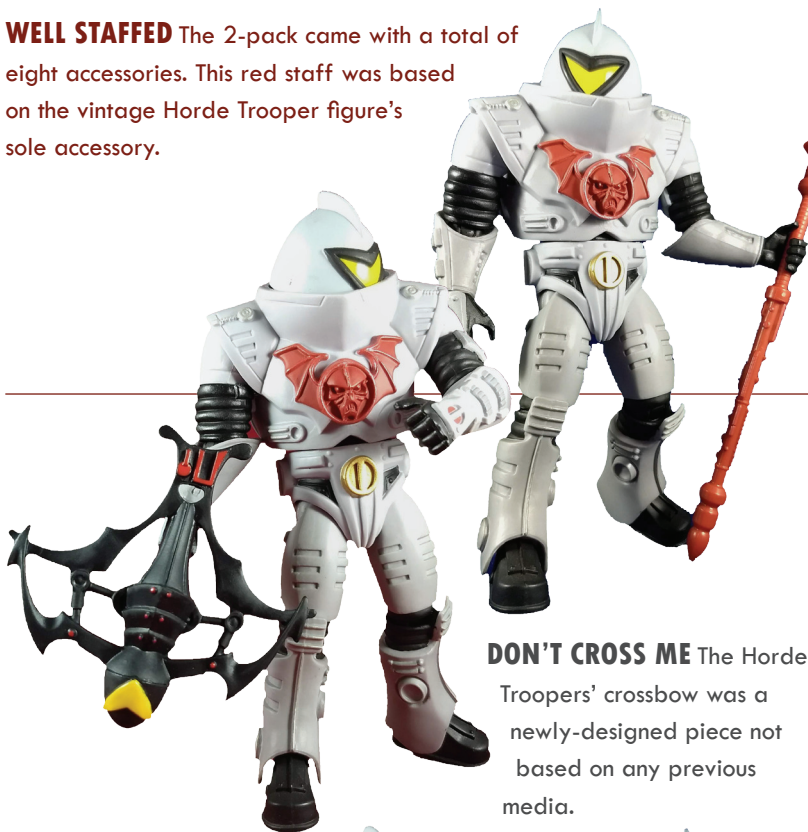
## ACCESSORIES



**MOTUC #130 • AFFILIATION** The Evil Horde • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$50  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2013) • **RELEASE TYPE** Figure Two-Pack



**WELL STAFFED** The 2-pack came with a total of eight accessories. This red staff was based on the vintage Horde Trooper figure's sole accessory.



**DON'T CROSS ME** The Horde Troopers' crossbow was a newly-designed piece not based on any previous media.

## TRIVIA

The Horde Troopers were the third army builder two-pack released in MOTUC, following the Eternian Palace Guards and the Snake Men.



With many collectors wanting to build a Horde Trooper army, this original two-pack sold out quickly, leaving many fans empty-handed. In 2017, a single-carded version of the Trooper was issued to help meet the demand. Featuring a slightly brighter paint deco (sans battle damage), this version of the Trooper came with a single crossbow, staff, baton and shield, as well as a sheet of battle-damage stickers that originally came with the Hover Robots.

Featured on the Horde Troopers' cardback were Horde Prime, Grizzlor, Catra, and the Spirit of Hordak.

**SHIELD ME** The shield and baton accessories were based on weapons used by Horde Troopers in the Filmation POP cartoon.



**ALTERNATE VIEWS** The Horde Troopers were made up of 100% all-new sculpting. Many of the Horde Troopers' parts would be re-used for the General Sundar, Flogg, and Multi-Bot figures.



**HEADS WILL ROLL** The General Sundar figure, which was released in late 2016, came packaged with three additional heads for the Horde Troopers: a purple demon head (inspired by the Horde Troopers' appearance in DC Comics), Navy Scuba head, and Eternian Invasion head, the latter two of which were inspired by the Filmation POP cartoon.





# GELDOR

## Evil Barbarian Obsessed with Immortality



**REAL NAME** Geldor III **BIO** The ruler of Foodar in the Dark Hemisphere, Geldor became obsessed with finding a way to extend his life after his wife was killed by a dragon attack. He began laying siege to other kingdoms in his ongoing search. One such attack led Geldor to kidnap Torgul, Grand Vizier of Vaderia in order to locate the mythical Secret Liquid of Life. Vaderia's heroic Prince Dakon sought the help of He-Man and the Masters of the Universe. Together, they confronted Geldor in a stronghold in Ogre Mountain. During the battle, the liquid was spilled and a great Life Tree rose up, apparently swallowing Geldor in the process. Months later, Geldor returned, merged with the magic of the tree and now more powerful than ever. Geldor brings terror to all who get in the way of his quest for eternal life!

**COMIC CORNER** Geldor made his debut in the vintage mini-comic "The Secret Liquid of Life!", where he served as the story's primary villain. He never made another appearance in any other Masters of the Universe media.



### ACCESSORIES

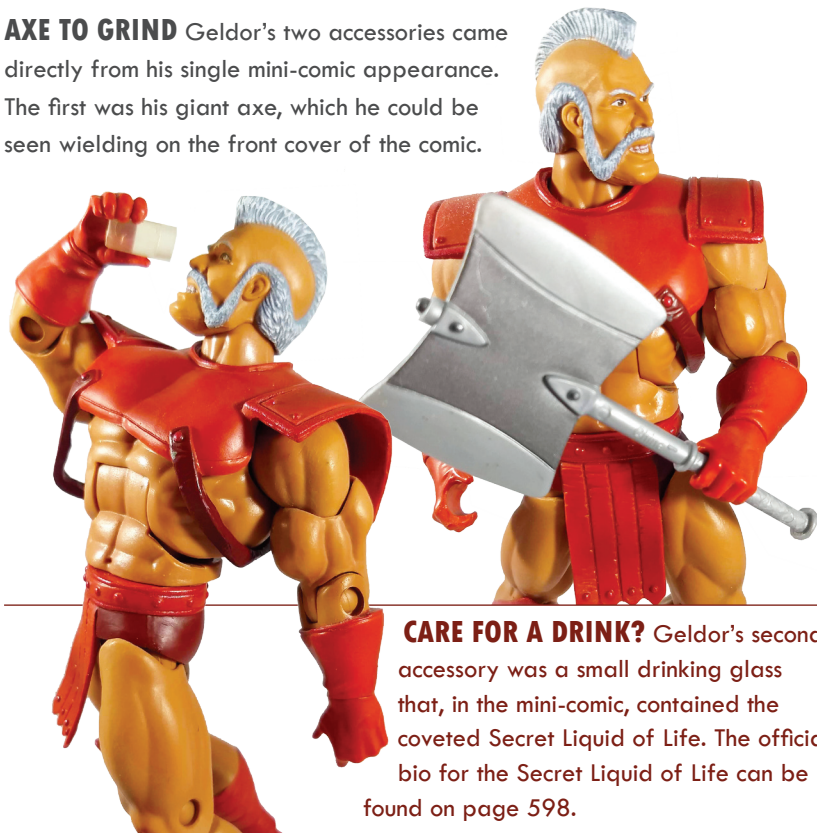


**ALTERNATE VIEWS** Geldor utilized the standard male torso, shoulders, biceps, hands, and upper legs, along with Hordak's gloves and Geldor's feet. His head, shorts, and boot tops were newly sculpted parts.

**MOTUC #131 • AFFILIATION** None • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (November 15, 2013) • **RELEASE TYPE** Carded Figure



**AXE TO GRIND** Geldor's two accessories came directly from his single mini-comic appearance. The first was his giant axe, which he could be seen wielding on the front cover of the comic.



**CARE FOR A DRINK?** Geldor's second accessory was a small drinking glass that, in the mini-comic, contained the coveted Secret Liquid of Life. The official bio for the Secret Liquid of Life can be found on page 598.



**STUCK ON YOU** Fans who bought Geldor from MattyCollector.com were treated to a bonus sheet of faction stickers. These stickers could be applied to the card bubbles of figures that shipped at a time before Mattel began applying faction stickers to all figures in the line. The eleven stickers represented He-Ro: Son of He-Man (3), the Snake Men (2), the Powers of Gray-skull (2), the Galactic Protectors, the Evil Horde (3), and the Space Mutants.



## TRIVIA



The following copy was written for Geldor's sales page on MattyCollector.com: "Eternal Life? He'll drink to that! We pity the fool who gets in the way of this wicked warrior and his unquenchable thirst to live forever. Voted the 2013 fan's choice by subscribers, this figure arrives straight from the vintage mini comic 'Secret Liquid of Life!' Along with a sheet of team stickers to customize figure packages (Evil Horde, Galactic Protectors, He-Ro, Grayskull, Snake Men, Space Mutants), he arrives with his battle axe, a glass of magic 'liquid,' and a very impressive mohawk."

In 2012, Mattel offered MOTUC subscribers a chance to vote on a figure that would appear in the 2013 subscription. The options were Crash Landing Marlana, Cloak & Dagger Evil-Lyn, "Mini-Comic" Trap-Jaw, Illumina, Songster, Camo Kobra Khan, the green Masks of Power demon, and Geldor. Geldor won the poll.

Featured on Geldor's cardback were Fisto, Skeletor, Zodac, King Randor (Eternos Palace), and He-Man.





# SEA HAWK

## Heroic Etherian Pirate



**REAL NAME** Captain Jeoff Blithe **BIO** Son of the legendary Captain Falcon, Sea Hawk is a commander of the Solar Sailor crew and a pirate without peer. Whereas his father was in indisputably good man with a kind heart who stole gold from the Horde to give to the poor, Sea Hawk grew up to be decidedly greedy and shameless. He worked as a "hired ship," transporting cargo for the Horde, until Adora convinced him to aid the rebellion and choose freedom over money. While shipwrecked on a magical island, Sea Hawk found his long lost father who bestowed upon his son an armament of mystical weapons to aid him in his quest to overthrow the Horde Empire. Sea Hawk is now a magically armed hero fighting against the Evil Horde!



### CARTOON CORNER

Sea Hawk was a character created for the Filmation *She-Ra: Princess of Power* cartoon.

He debuted in the episode "The Sea Hawk" and subsequently appeared in five more episodes as well as making an appearance in *He-Man and She-Ra: A Christmas Special*. He never received an action figure in the vintage Princess of Power toyline.



### ACCESSORIES



### ALTERNATE VIEWS

Sea Hawk utilized the standard male torso, biceps, right hand, and upper legs, as well as Keldor's feet. His head, shoulders, left hand, shorts, and boots were newly sculpted pieces.

**MOTUC #132 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Filmation 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (November 15, 2013) • **RELEASE TYPE** Carded Figure





**EN GARDE** In the Filimation POP cartoon, Sea Hawk's laser cutlass had a yellow blade throughout the series; it was his father, the Falcon, that actually used the red-bladed sword with the rounded handle that the figure came with.

**SHIELD ME** The Falcon also had a ring that generated the yellow hard-light shield that was included with Sea Hawk and clipped onto his arm. Both the sword and shield accessories were made from semi-translucent plastic.



**BLING** Sea Hawk was given a newly-sculpted left hand bearing the ring that generated his hard-light shield.

## TRIVIA

The following copy was written for Sea Hawk's sales page on [MattyCollector.com](http://MattyCollector.com): "This seaworthy swashbuckler had his freedom, but not his pride until Princess Adora set him straight. Now Sea Hawk fights alongside She-Ra for the honor of Grayskull! This sub-exclusive Filimation figure comes with red-bladed sword, yellow shield, and removable vest."



Sea Hawk was the fifth of six figures in the Club Filimation subscription. Sea Hawk was noteworthy in that he was the only heroic character released in the subscription, the only character from the Filimation POP cartoon, and also the only one to make more than just a single cartoon appearance.

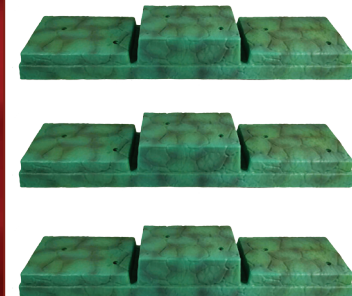
Many collectors complained about the fit of Sea Hawk's vest, which protruded at the sides, making it impossible to put the figure's arms down at his side.

Featured on Sea Hawk's cardback were Adora, Catra, Netossa, She-Ra, and Frosta.



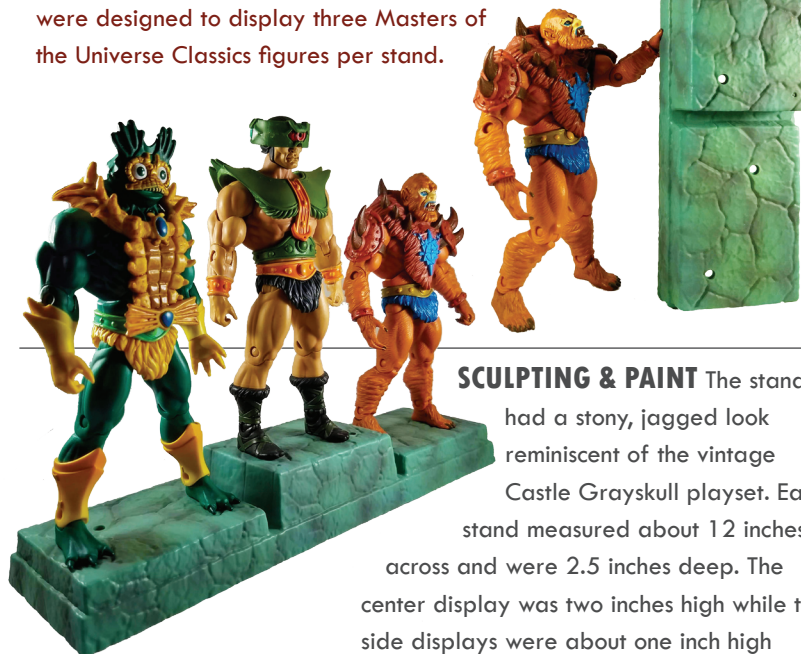


# STACKABLE STANDS



x1

**INTRODUCTION** These tiered, stackable stands were released in MOTUC in November of 2013. Released outside of the subscription, each set of stands cost \$15. Each set contained three stands, 18 foot pegs, and one peg tool. The three stands could be displayed independently or stacked in various configurations. They were designed to display three Masters of the Universe Classics figures per stand.



**SCULPTING & PAINT** The stands had a stony, jagged look reminiscent of the vintage Castle Grayskull playset. Each stand measured about 12 inches across and were 2.5 inches deep. The center display was two inches high while the side displays were about one inch high



**TRY THESE COMBINATIONS!** The back of the Stackable Stands' packaging featured black and white illustrations showcasing three possible display options for the stands. The option shown at left is a single stand displayed independently with three figures. Organizing each stand independently allowed for nine figures to be displayed on a set of stands at once.

**MOTUC #133 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE \$15**

**• ORIGINAL RELEASE** [MattyCollector.com](http://MattyCollector.com) (November 15, 2013) • **RELEASE TYPE** Boxed Figure Stands



**ASSEMBLY** There were 18 small pegs included, and a tool to insert them into the stands. The stands themselves had six holes each (two per level).

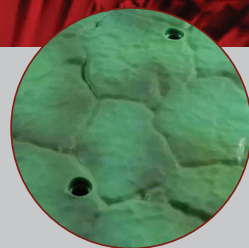
The fit on both the bottom of the foot and on the stand was tight, but the posts were not solid pieces. Instead, they were split so that they were easier to insert and then stay firmly in place.

Both the pegs and the peg tool were identical to the pieces that shipped with the previously-released Castle Grayskull Stands and Snake Mountain Stands.



## TRIVIA

The following copy was written for the Stackable Stands' sales page on [MattyCollector.com](http://MattyCollector.com): "In every collection, there are some figures that deserve to rise a little higher than others. These all-new stackable stands are tiered to let you display your MOTUC figures on different levels. They come three in a box with removable pegs and a peg tool, and are finished to resemble Castle Grayskull textures. Who gets the top level? That's up to you!"



## DISPLAY OPTIONS

6 across



3 up



7 across



Two rows





# CASTLE GRAYSKULL

## Fortress of Mystery and Power for He-Man and His Foes

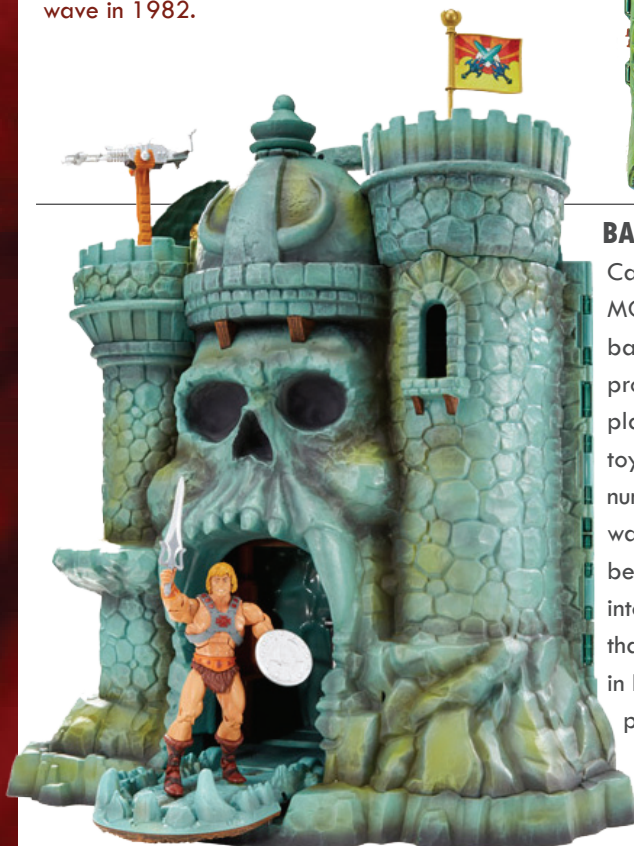


**BIO** Long ago, in the ages past the Great Wars the Cosmic Warrior He-Ro joined forces with King Grayskull. Their combined might became a beacon of hope, bringing together the greatest warriors from across Preternia. Together, this band of warriors became the first Masters of the Universe, fighting against the Horde and Snake Men invaders. Heroically sacrificing himself to save King Grayskull's life, He-Ro passed his magical sword to the King, ensuring only those with great strength, courage, wisdom and compassion would wield the Sword of He. To safeguard the sword's power source and protect the kingdom, King Grayskull ordered a great fortress erected. With the help of the giants, this mighty fortress was constructed first from a single enchanted stone, which was sculpted into a giant Power Skull. Later, towers and walls were erected around the Skull Stone and the fortress was protected by the magic of the Elders. After the King's death, his fortress would remain, fading from memory into legend, but always protecting the hidden Power of the Universe and the secrets of Eternia from evil.

**VINTAGE VAULT** The vintage Castle Grayskull playset was released in the original toyline's first wave in 1982.



### ACCESSORIES

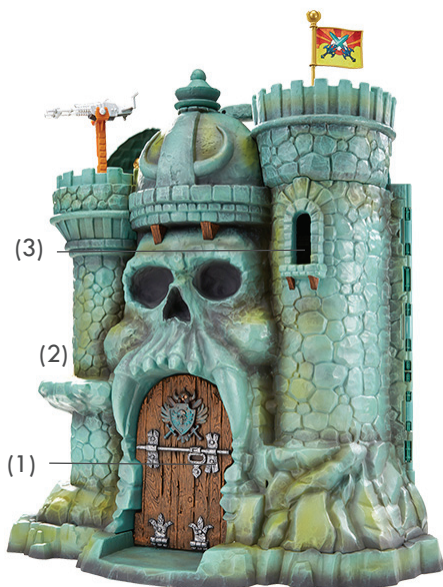


### BACKGROUND

Castle Grayskull was MOTUC's first playset, based largely on the prototype for the iconic playset from the vintage toyline. A minimum number of preorders was required by Mattel before the set went into production. When that number was met in November of 2012, production began, with the playset shipping to buyers one year later.

**MOTUC #134 • AFFILIATION** The Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$300  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (November 15, 2013) • **RELEASE TYPE** Boxed Playset





**FRONT** From the base to the tip of the minaret, the playset stood approximately 23". The front of the playset featured (1) a "jawbridge" that opened and closed (via either a hidden "stone" latch beside the door or a tiny slot to the side through which a sword could be inserted), (2) a small ledge beside a hidden entry, and (3) a window to the second floor.

**BACK** A view of the back of the playset revealed several additional windows, (4) an optional handle for carrying, and (5) another hidden entryway with a keyhole that fit the key that came with the Scareglow figure. It should be noted that once the handle was attached to the castle, it could not be removed again.



**PACKAGING** The playset's packaging (below) showcased new art by Rudy Obrero, the artist who created the original Castle Grayskull box art (as well as the MOTUC Wind Raider and Granamyr box art).

## TRIVIA

The playset was approximately 18" wide and 11.5" deep when closed. The Jawbridge was approximately 8" tall.

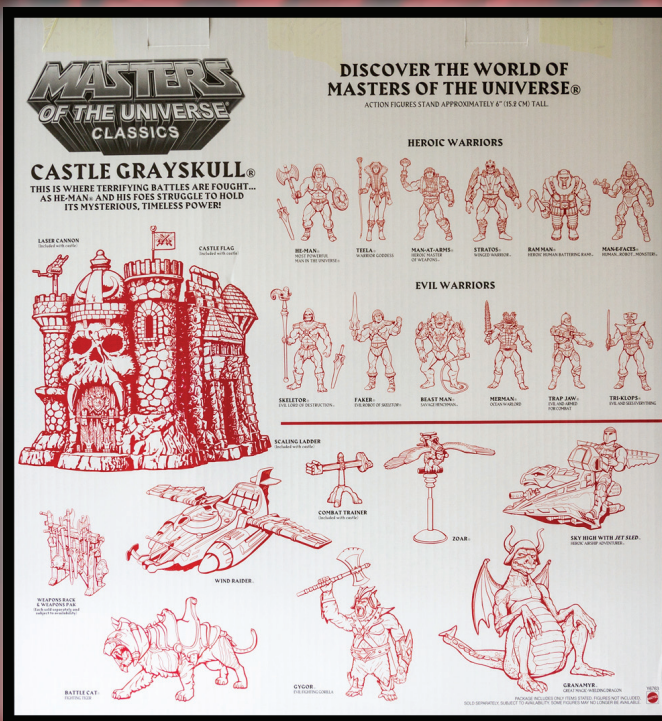


The vintage castle came with a weapons rack. The MOTUC Castle Grayskull did not include this piece since it had already been released separately prior to Castle Grayskull.

Prior to its release, fans were allowed to vote on which characters should appear on Castle Grayskull's box art. The winning line-up included Mer-Man, Trap Jaw, Skeletor, He-Man, Teela, Man-At-Arms, Battle Cat, the Sorceress, Beast Man, and Evil-Lyn.

The back of the playset packaging featured red line art of several figures, beasts, vehicles and accessories previously released in MOTUC.

Castle Grayskull cost \$250 (plus shipping) to those who preordered the playset. It then retailed for \$300 when released for general sale.





# CASTLE GRAYSKULL

## (continued)

**STEP INSIDE** Just like the vintage playset, MOTUC Castle Grayskull had a two-sided foldout design, but MOTUC Grayskull featured three levels of play instead of just two.

**MONITOR DUTY** The computer panel (1), which was just a cardboard illustration in the vintage playset, was a fully sculpted piece for the MOTUC version of the playset.

**GOING UP?** The playset featured a working elevator (2) like the vintage toy, able to make a stop on all three levels.

**FLOOR SPACE** Once the castle was opened, four separate panels could be snapped in place to give the castle a proper floor (3).



**SECRET STASH** A doorway under the minaret (4) revealed a tiny room that housed an orb stand. The stand was designed to hold the orb that shipped with King Grayskull 2.0.

**QUEEN OF THE CASTLE** The throne (5), which fit most 6.5" MOTUC figures, would open a trap door in the floor when turned, sending a figure crashing down to the first floor. There was a slot in the seat of the throne to accommodate the Sorceress' tail feathers.

**IN THE SLAMMER** A small jail cell (6) with opening gate was just large enough to house one figure. The floor of the cell featured an illustration of various monsters living underneath, and a single black plastic chain, attached to the jail wall, could be clipped onto a figure's wrist.

**PARK IT** A hole in the floor of the castle (7) was designed for the Wind Raider flight stand to be plugged in, allowing it (or the Jet Sled) to hover inside the castle.





## ACCESSORIES



**WEAPONS** The vintage Castle Grayskull came with a weapons rack and six weapons. Since the Weapons Rack had already been released in MOTUC, Mattel opted to include six different weapons with the updated Castle Grayskull, all cast in silver plastic. They included (L-R), the Power Sword (making its 18th appearance in MOTUC), He-Man's shield, a new gun, Man-At-Arms' pistol, a new mace, and a new axe.

**FLAG** This two-sided flag, which indicated whether the castle was under the control of the heroes or villains, was an update of the flag that came with the vintage playset.



**TRAINER** This training device, which was also included in the vintage playset, received a nicely sculpted update with the MOTUC Castle Grayskull.

**JETPACK** The prototype for the vintage Castle Grayskull playset included a jetpack that would clip around the waist of a MOTU action figure. This accessory was dropped before the playset was produced, but was included with the MOTUC Castle Grayskull as a nod to the vintage prototype.



**GUN** There was a hole in the floor of the third level to plug in this gun, which was also an update of the gun from the vintage playset.



**LADDER** The vintage Castle Grayskull ladder was a solid beige piece, but the updated version received a detailed sculpt with wood and metal paint detailing.



**GOLD SKULLS** The gold skulls at the top of the elevator could be removed and were compatible with the neck pegs of most of the MOTUC action figures.



**ORB STAND** This orb stand was designed to hold the orb that shipped with King Grayskull 2.0



**POSTER** Also included with Castle Grayskull was this poster, showcasing all MOTUC releases to date. The "bio" for this poster can be found on page 599.



# PLUNDOR

## Evil Rabbit Seeking Riches



**REAL NAME** Plundor the Spoiler **BIO** Corrupted by power and obsessed with money, Plundor is a genius inventor who travels the universe, seeking out new ways to increase his riches. When he came upon the utopian planet Draedus, Plundor used his evil machines to ravage the planet and distill its precious life force into a small vial to be sold to the highest bidder. He-Man happened upon Draedus after Skeletor erased his memory and sent him through the Crossroads of All Universes. He-Man met the planet's displaced creatures and helped return the life force back to Draedus and imprison the evil conqueror. Plundor invents flying robots and machines in his quest to become the richest being in the universe.

**CARTOON CORNER** Plundor was a character created for the Filmation MOTU cartoon, making his debut in the episode "Quest for He-Man" in the series' first season. The character never made any subsequent appearances in the cartoon or any other official media.



### ALTERNATE VIEWS

Plundor utilized Beast Man's furry torso, shoulders, biceps, and upper legs, the standard male hands, Hordak's gloves, Skeletor's boot tops, and Keldor's feet. His head was newly sculpted, as were his shorts, which were missing his fluffy tail, an oversight on Mattel's part.



### ACCESSORIES



**MOTUC #135 • AFFILIATION** None • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (December 16, 2013) • **RELEASE TYPE** Carded Figure





**< GUNS OUT** As Plundor used no weapons in his lone cartoon appearance, Mattel opted to arm him with Webstor's gun in gray.

**AXE TO GRIND >** This axe, which was a weapon used by Skeletor in the Filmation MOTU cartoon, was included as an accessory with Plundor. The orb on the end of the axe was made from a translucent plastic.



## TRIVIA

The following copy was written for Plundor's sales page on MattyCollector.com: "The rabbit is out of the hat... and this furry fiend is bad news. Forget the carrots, he's more interested in carats, cash, or any other valuables he can get his hands on. Straight from the classic Filmation episode 'Quest for He-Man,' this bad bunny comes with a cosmic blaster and a Filmation axe for Skeletor that's based on the episode 'Diamond Ray of Disappearance.'"



Plundor's release in December (alongside Club Filmation figure Strong-Or) brought the total number of Filmation figures released in the second half of 2013 to seven (nine for the year including March's Fang Man and June's Octavia).

In his lone cartoon appearance, Plundor was aided by several small, hovering rabbit-like robots. The Four Horsemen sculpted one of these robots as an additional accessory for Plundor, but it was cut for budgetary reasons.

Featured on Plundor's cardback were Skeletor, Beast Man, Orko, She-Ra, and He-Man.





# STRONG-OR

## Evil Power-Punching Warrior



**REAL NAME** Dalmus Fu **BIO** Originally a worker in the photanium mines of Phantos, Dalmus lost his right arm and parts of his face when a mechanical press folder malfunctioned. Desiring to become a super strong menace, the master metal-worker stole large amounts of photanium, the strongest metal in the universe, from the mines and created a new face and telescoping arm. After Strong-Or's thievery was discovered, Queen Elmora banished him from her kingdom. Years later, he returned with Skeletor to invade the photanium mines, but when He-Man freed Queen Elmora from Skeletor's influence, Strong-Or was forced out of Phantos once again. Strong-Or, nicknamed "Strong Arm" by his foes, has a powerful punch that extends great distances and is nearly as strong as He-Man.



**CARTOON CORNER** Strong-Or (or Strongarm as he was named in the cartoon) was a character created for the Filmation MOTU animated series. He debuted in the season one episode "She-Demon of Phantos," where he served as one of Skeletor's Evil Warriors. He never appeared again in the series.



### ACCESSORIES



**GUNS OUT** The ray gun that came with Strong-Or was actually an Inter-Dimensional Transport Ray which was used by Evil-Lyn in the episode "Teela's Triumph." This is noteworthy because Strong-Or did not appear in this episode at all. (The sales copy for this figure incorrectly called the gun a shrinking ray.)

**MOTUC #136 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Filmation 2013 • PRICE \$25**  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (December 16, 2013) • **RELEASE TYPE** Carded Figure





## ALTERNATE VIEWS

Strong-Or utilized the standard male torso, shoulders, left bicep, left hand, and upper legs, along with Hordak's left glove and Bow's feet. All other pieces were newly sculpted.

**LONG ARM OF THE LAW** One of Strong-Or's powers, as revealed in his single cartoon appearance, was the ability to stretch his mechanical arm. To replicate this ability with the MOTUC figure, Strong-Or came with two swappable right arms, one short and one long.



## TRIVIA

The following copy was written for Strong-Or's sales page on [MattyCollector.com](http://MattyCollector.com): "Phony photanium from Phantos? Sounds like a Strong-Or scheme! This fan-demanded figure is a mighty master of metals with a powerful punch. From the episode 'She-Demon of Phantos,' the final figure in our Filimation line comes with two interchangeable arms to recreate his super stretching powers and the shrinking ray used by Skeletor."



Strong-Or was the sixth and final figure in the Club Filimation subscription.

The copyright for the name "Strongarm" was held by Hasbro at the time of this figure's release, as there is a Transformers character by that name. As such, Mattel had to use the name "Strong-Or" on this figure's packaging, although his bio did make reference to his "nickname" Strongarm.

Featured on Strong-Or's cardback were Man-At-Arms, Stratos, Teela, He-Man, Fang Man, and Trap Jaw.





# HORDAK

## Spirit



### ACCESSORIES



**REAL NAME** Hek-Tor Kur **BIO** While trapped in the dark dimension of Despondos, Hordak discovered the power to project his spirit back to Eternia. In this form, he made contact with the banished Prince Keldor. Through dark magic and manipulation, Hordak was able to entice Keldor to forsake his birthright and become an Overlord of Evil. He taught Keldor the ways of black magic and eventually, in return for Keldor's promise to release him from Despondos, saved Keldor's life by merging him with a powerful demon. In his Spirit form, Hordak projects his essence to Eternia, turning Keldor to the side of evil.



**CHASE ME!** The Spirit of Hordak was a "chase" figure in 2013 — meaning that he would sporadically and unexpectedly show up for sale on [MattyCollector.com](http://MattyCollector.com) throughout 2013, and then

disappear again. This version of Hordak was based on his appearance in the MOTUC mini-comic "The Origin of Skeletor" that came with the Club Eternia 2013 exclusive King He-Man.



**SAME AS** The Spirit of Hordak was a 100% re-use of the original Hordak figure's parts, only made out of a translucent red plastic. He had minimal paint work on his eyes, his arm band and the Horde emblem on his armor.

**MOTUC #137 • AFFILIATION** The Evil Horde • **SUBSCRIPTION N/A • PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (2013) • **RELEASE TYPE** Carded Chase Figure





**CROSSBOW** While the vintage Hordak came with a white crossbow, the original MOTUC Hordak figure came with a dark gray/silver one, causing many collectors to cry foul. Mattel remedied this omission by finally including a white crossbow with the Spirit of Hordak figure.



**LOYALTIES** As with the original Hordak figure, the Spirit of Hordak came wearing a Horde Arm band, this time in red instead of black.



**SHINE A LIGHT ON ME** Almost all of the figure was made from semi-translucent red plastic, allowing light to pass through.



## TRIVIA

Like the original Hordak figure, Spirit of Hordak's cape and cowl were one piece. His armor, arm band, and cape/cowl were all removable.



Another white crossbow would be released with "Buzz Saw" Hordak in 2015.

This was the third Hordak figure released in MOTUC (following the original Hordak and Hurricane Hordak figures). A total of six Hordak figures were released in MOTUC. (The other three being the blue "Filmation repaint" Hordak, "Buzz Saw" Hordak, and Club Grayskull Hordak.)

Spirit of Hordak was the first of four "chase" figures released in MOTUC. He was followed by the Spirit of King Grayskull, Kowl/Loo-Kee, and Anti-Eterna He-Man.

Featured on Hordak (Spirit)'s cardback were Hordak (original version), Shadow Weaver, Keldor, Horde Prime, and Grizzlor.



GALLERY



# STANDOR

## Cosmic Creator of Power



**REAL NAME** Standor **BIO** Before time began, the great Gods of the multiverse convened in the Hall of Power to create all that was and all that will ever be. Head architect of this great task was Standor. A cosmic being of unlimited imagination, Standor helped lead his fellow deities by fueling their energies with raw creative force. After creation was complete, it was Standor's magic that cast the Aura of the Gods across the universe as a wave of power, giving rise to all forms of life and intelligence. With his infinite energy, Standor reaches out into the cosmos and across the dimensional gateways to power all who would become Masters of the Universe for good or evil.

**EXCELSIOR!** In 2013, a partnership was formed between Stan Lee's POW! Entertainment and Mattel for an ongoing business partnership. The official announcement was made at the Mattypalooza panel in July at SDCC (with a surprise visit from Lee himself). Later, at Stan Lee's Comikaze pop-culture expo in October, Mattel sold a newly-created MOTUC character named Standor that bore Lee's visage and came with a bio that paid homage to his creative career.



STANDOR™  
COSMIC CREATOR OF POWER™

**AFFILIATION?** On the back of the cards for MOTUC figures, generally the villains' names were printed in blue while the heroes' names were in red. Standor's name was purple, which was a first for the line. Whether or not this was to show the character's neutrality was never explained.

### ACCESSORIES

NONE

### ALTERNATE VIEWS

Standor utilized the standard male torso, shoulders, biceps, hands, and upper legs, Hordak's gloves, Skeletor's boot tops, and Keldor's feet.



**MOTUC #138 • AFFILIATION** None • **SUBSCRIPTION** N/A • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** Stan Lee's Comikaze Expo (2013) • **RELEASE TYPE** Carded Figure





**HATS OFF** Standor's helmet was removable. The figure's helmet, armor, and skirt piece were made from semi-translucent black plastic with infused glitter. Glitter was also used on the figure's gloves and boots.

**I CAN SEE CLEARLY NOW** The figure's glasses, which featured semi-translucent blue "lenses," were removable.



## SOLAR GOGGLES OF STANDOR

### The Oculi of Omniscience

The Solar Goggles of Standor were ancient artifacts stored in the Celestial Library, a trans-dimensional construct containing much of the archived knowledge of the Ancients. During his campaign in the Tri-Solar System, Skeletor and the evil Space Mutants learned of the library's hidden portal in the Wolfram Nebula and broke its protective barriers to gain entrance. Within its labyrinthine halls, Skeletor found and wore the Solar Goggles to gain the Sight of Standor, one of the architects of creation. While the left lens revealed the unlimited chaotic potential of all things, the right lens revealed the orderly cosmic energy linking everything to a divine formula. Beholding the paradox overwhelmed Skeletor, who, temporarily driven mad, tried to use the library's stabilizing engines to collapse all dimensions. In a rare intervention, the old gods themselves appeared to aid He-Man and She-Ra, defeating Skeletor and re-sealing the Celestial Library forever. Yet Skeletor, having briefly tasted the glory of godhood, would thirst for it evermore and later devised a plot to steal all the gods' powers.



## TRIVIA

The following copy was written for Standor's sales page on [MattyCollector.com](http://MattyCollector.com): "The great creator and keeper of the power cosmic is the mighty Standor! In celebration of Mattel's partnership with Stan Lee's POW Entertainment comes this commemorative collector's creation. Sculpted in the likeness of Stan 'The Man' Lee himself, this essential MOTUC figure comes complete with removable cosmic armor, headdress and solar glasses."



Standor's helmet was first displayed as a "teaser" at New York Toy Fair in February of 2013.

Standor's original name was going to be "Excelsior," but this idea was rejected by Stan Lee himself.

The official bio for the Solar Goggles of Standor ("The Oculi of Omniscience") was revealed on [He-Man.org](http://He-Man.org) on March 25, 2019.

Featured on Standor's cardback were Horde Prime, Skeletor, Orko, Zodac, and He-Man.





# TWO BAD

## Double-Headed Evil Strategist



**REAL NAME** Tuvor and Badra **BIO** Originally hired as bounty hunters to track down He-Man, Tuvor and Badra were magically fused together in an unrepeatable spell by Skeletor in retribution for their failure. Now called "Two Bad," this new multi-headed creature became a mixed blessing for the Evil Warriors. When his two heads are working together, Two Bad is nearly as clever and devious as Skeletor and his advantage in battle is doubled. However his two heads rarely get along. Quite often the two heads will bicker with one another at just the wrong moment. Two Bad is double trouble, twice the plotting power of other evil foes.

**VINTAGE VAULT** The vintage Two Bad figure was released in the original toyline's fourth wave in 1985. The figure, which sported a spring-loaded waist and arms, came armed with an orange shield.



### DOUBLE TROUBLE

MOTUC Two Bad was a fairly faithful update



of his vintage action figure. However, on the vintage action figure, the line between the two sides of Two Bad was curved and uneven, and even featured a little bit of purple "bleeding" down onto the right leg. Mattel did not take this approach with the MOTUC Two Bad, instead giving the figure a straight line between the two sides.

### ALTERNATE VIEWS

Two Bad reutilized the standard male right shoulder, right bicep, right upper leg, and furry shorts. All other parts were newly sculpted.



### ACCESSORIES



**MOTUC #139 • AFFILIATION** Evil Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (January 15, 2014) • **RELEASE TYPE** Carded Figure





**TASTE THE MACE** Two Bad's double-headed mace was based on the weapon that was newly created for the 200x redesign of the character and his subsequent action figure. While the 200x version of this mace was articulated to expand and contract, the MOTUC version was static.



**SHIELD ME** Two Bad's orange shield, which was designed to clip onto the wrist of his left hand (but would not fit on the right), was based on the weapon that came with the vintage action figure.



**HOT IN HERE** Unlike the vintage figure, whose armor was a permanent part of the figure's mold, MOTUC Two Bad's armor was removable, revealing an all-new, wide torso underneath.



## TRIVIA



The following copy was written for Two Bad's sales page on MattyCollector.com: "When you work for Skeletor you better get it right... when these two didn't deliver, he doubled down on his displeasure and turned them into one! Not good for them, but great for your collection because both heads are removable. This figure also comes with removable armor and vintage and 200X series-inspired weapons."

The purple leg was slightly shorter than the blue one. This was likely done intentionally to pay homage to the asymmetrical stance of the 200x Two Bad figure.

Individual figures of both Tuvor and Badra were among Mattel's plans for the future of MOTUC had the line continued with the company beyond 2016. Bios for both characters can be found on page 612.

Featured on Two Bad's cardback were Man-At-Arms, Stratos, He-Man, Skeletor, Mer-Man, and Beast Man.





# GLIMMER

## The Guide Who Lights the Way!



### ACCESSORIES



**REAL NAME** Glimmer of the Royal House of Brightmoon **BIO** With the power to light the way, Glimmer uses her abilities against the darkness with her staff and headdress which glow in the dark. This brash, impulsive, ever-cheery, young lady is one of the deposed princesses of Etheria, a fact she never lets anyone forget. Her recklessness often causes problems, but she is a fun, young woman who can laugh through the direst of circumstances and pass on her good cheer to her comrades. She followed She-Ra along with several other members of the Great Rebellion to Eternia to join up with the renegade Masters of the Universe and continue the noble fight against The Evil Horde. After She-Ra left Eternia for the stars, Glimmer returned to Etheria taking her rightful place helping to rule over the Kingdom of Brightmoon.

**VINTAGE VAULT** The vintage Glimmer figure was released in the Princess of Power toyline's first wave in 1985. The figure's accessories included a staff and a pink comb.



### CARTOON CORNER

The MOTUC version of Glimmer was clearly based closely on her Filmation POP cartoon appearance moreso than her vintage action figure. Most notably, her outfit was blue and purple instead of silver and pink, and her headband closely followed the character's animated design.



**MOTUC #140 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (February 17, 2014) • **RELEASE TYPE** Carded Figure





**CRYSTAL BALL** The clear orb was the Moonstone from the Filmation POP cartoon episode “Glimmer’s Story,” where it served as the magical power source of Castle Brightmoon’s defenses. The figure was given a newly-sculpted left hand in order to be able to hold it.

**THAT SPECIAL GLOW** The vintage Glimmer figure came with a staff that glowed in the dark, a fitting feature for a character with light powers. The MOTUC Glimmer staff dropped this feature altogether, but did come with an embedded yellow “gem” made of translucent yellow plastic.



**TALL TALE** For some reason, Glimmer ended up being one of the taller figures in the MOTUC line.



## MOONSTONE Magical Orb of Bright Moon

The Moonstone was a precious bauble created by the sorceress Joya during the Crystal Millennium as a gift for her friend, the immortal Princess Luna. From her home on Elidor, largest moon of Etheria, Luna saw some of the darkness of Despondos breach the mystical barriers created by Light Hope and take root on Etheria, corrupting some Etherians and turning a host of the winged maidens of Mizar into the terrible Harpies. To defeat these evil forces, Luna sent the Moonstone to enhance the magic of the rulers of Bright Moon, enlisting them as protectors of Etheria. When the Evil Horde invaded, Princess Glimmer kept the Moonstone hidden and used its light as a beacon to draw others to the bastion of the Whispering Woods. During their campaign in the Crimson Waste, Count Sneer and Scorpia stole the Moonstone to power a mega-laser built by Modulok, but Glimmer recovered it with the help of the brave Crimson Fury. Later, Glimmer sought out Joya to restore the Moonstone after Shadow Weaver cracked it with her dark spells.

## TRIVIA

The following copy was written for Glimmer’s sales page on MattyCollector.com: “This righteous rebel joins the fight to protect her people, making sure it’s lights out for all enemies of Etheria. Best friend to She-Ra and rightful heir to the throne of Brightmoon, this long awaited figure finally arrives with her trademark staff and ball of light energy. (Note: accessory does not glow in the dark.)”



Glimmer was given a new head sculpt, upper and lower torso, bracers, left hand (specially sculpted to hold the orb), and boots. She reutilized the standard female shoulders, biceps, right hand, and upper legs.

The official bio for the Moonstone (“Magical Orb of Bright Moon”) was revealed on He-Man.org on September 9, 2019, while the official bio for the Staff of Light can be found on page 616.

Featured on Glimmer’s cardback were Bubble Power She-Ra, Bow, Castaspella, Adora, Frosta, Shadow Weaver, and Man-At-Arms.





# MODULOK

## Evil Beast of a Thousand Bodies



### ACCESSORIES



**REAL NAME** Galen Nycroff **BIO** An evil scientist from the Tri-Solar system, Galen Nycroff was incarcerated in Prison Starr for scientific crimes against the galaxy. While awaiting execution, he constructed a device which allowed him to divide his body into pieces, with each part endowed with his own evil consciousness. Slipping out of prison in a series of crates, he was delivered to Horde World where he reassembled himself finding he could now mix and match his parts in a thousand different ways. His skills were observed by Horde leaders and Nycroff became chief technician for Commander Kur, traveling with him to Eternia on their quest to vanquish He-Ro. Nycroff was banished along with the rest of the invading Horde army to Despondos, serving his leader with his evil inventions.

**VINTAGE VAULT** The vintage Modulok figure was released in the original toyline's fourth wave in 1985. The figure, which was boxed instead of carded, came with 22 interchangeable body parts.



### PULL YOURSELF TOGETHER MOTUC

Modulok, like his vintage predecessor, shipped in a box instead of a blister card. The figure was comprised of a total of 21 interchangeable pieces:

- Laser Gun (2 parts)
- Torso
- 2 heads
- 2 waists
- 4 arms
- 3 Y-connector joints
- 6 legs
- 1 tail

**MOTUC #141 • AFFILIATION** The Evil Horde • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$40  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (February 17, 2014) • **RELEASE TYPE** Boxed Figure





**GUNS OUT** In keeping with the character's "modular" gimmick, Modulok's gun was designed to be joined together as one weapon or split apart into two.

## TRIVIA

Modulok was the last of the vintage wave four figures to be released in MOTUC.



It appeared that Modulok reutilized the leg connectors from Mantenna, but was otherwise completely a new sculpt. Some of his parts would later be re-used with Lizard Man.

Modulok and the later-released Multibot (June 2015) could be joined together to form "Ultrabeast."

Featured on Modulok's cardback were Hordak, Shadow Weaver, Leech, Mosquitor, Grizzlor, and Rattlor.

**MODULAR** Modulok's gimmick, of course, was his interchangeable body, allowing for hundreds of different combinations.



## IT TAKES TWO

Because of the inclusion of only one torso piece, Modulok could not be convincingly split into two separate but complete figures.

